

WIZARDS &
WARRIORS THE
COLLECTION

THE MIGHTY KURO IS
BACK IN THE GREATEST
WIZARDS & WARRIORS
ADVENTURE YET!

As Kuro trials your
mighty SilverSword in
the face of danger!

Enlisted as wizard,
warrior & thief battle
the evil Makkai!



CLASH PAKE
PAST FLECTIONS



T2

WARRIORS &
WIZARDS THE
COLLECTION





This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in entertainment, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

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PRECAUTIONS

1. Do not store this game in places that are very hot or cold. Never let it, or take it apart.
2. Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

WARNING: Do not use glass needles or sharp needles like. Do not use a hard or rough projection (needle) with your Nintendo Entertainment System ("NES") and the video game. Your projection (needle) area may be permanently damaged if video games with cylindrical needles or pointers are played on your projection television. Needle damage may occur if you play a video game on fold or paper. If you use your projection television with the video game, neither LSI nor Nintendo of America, Inc. will be liable for any damage. This situation is not covered by a defect in the NES or the game; other than or resulting (especially) from needle damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY

READ BEFORE USING YOUR NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nevertheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experienced any of the following symptoms while playing video games: altered vision, tingling, numbness, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

CYBERDYNE SYSTEMS T-800

TERMINATOR / DATA FILE / PREACH-ONLY

1985 CYBERDYNE SYSTEMS DEVELOP THE FIRST COMPUTER TO THINK AND LEARN LIKE A HUMAN.

1986 THE COMPUTER IS SO IMPRESSIVE THAT CYBERDYNE BECOMES THE WORLD'S LARGEST SUPPLIER OF MILITARY COMPUTERS.

1997 AUGUST 4, CYBERDYNE'S SUPER COMPUTER, "SKYNET", GOES ON LINE. ALL HUMAN DECISIONS ARE REMOVED FROM STRATEGIC DEFENSE.

1997 AUGUST 29, SKYNET BECOMES AWARE OF ITS OWN POWER. IT LAUNCHES AN ALL-OUT ATTACK ON THE SOVIET UNION. GLOBAL THERMONUCLEAR WARfare DESTROYS 75% OF THE PLANET'S HUMAN POPULATION.

THE SURVIVORS CALL IT JUDGMENT DAY. BUT THE NIGHTMARE IS JUST BEGINNING.

SKYNET AIMS TO ELIMINATE ALL HUMAN LIFE ON EARTH. TO LIVE, THE SURVIVORS OF THE HOLOCAUST MUST FIGHT THE WAR OF THE MACHINES.

1998 THE HUMAN RESISTANCE IS IN RETREAT BUT NOT DEFEATED. THEIR SUCCESS IS DUE TO THEIR LEADER, JOHN CONNOR.

SKYNET OPTS TO ELIMINATE JOHN CONNOR BY SENDING TWO TERMINATORS BACK THROUGH TIME. THE FIRST IS A T-800, PROGRAMMED TO TERMINATE SARAH CONNOR, JOHN'S MOTHER. IT FAILED. THE SECOND IS A T-1000 ADVANCED PROTOTYPE, PROGRAMMED TO TERMINATE THE FUTURE LEADER WHEN HE WAS 10 YEARS OLD.

JUDGMENT DAY

T-800 / MISSION: IMPOSSIBLE



1 YOU ARE A T-800. MODEL 101 TERMINATOR. CYBERNETIC ORGANISM. CLYING TISSUE OVER METAL ENDOSKELETON.



2 YOUR MISSION IS TO PROTECT THE 10 YEAR OLD JOHN CONNOR FROM THE T-1000.



3 OBTAIN A WEAPON AND TRANSPORT (ADVISE: 10-QUARTER LEVER ACTION WINCHESTER AND HABLEY DAVIDSON ELECTRO-GUN)

4 FIND JOHN CONNOR

5 OBEY JOHN CONNOR. TRUST ME ON THIS.

6 DESTROY CYBERNETIC SYSTEMS BEFORE THEY HAVE A CHANCE TO INVENT THEIR DOOMSDAY MACHINE.

1. TERMINATE THE T-1000
BEFORE IT TERMINATES
YOU.

• YOU ARE A MACHINE,
BUT HUMANITY IS IN
YOUR HANDS.

• THERE IS NO FATE BUT
WHAT WE MAKE.

• THE BATTLE FOR TERMINA-
TOR BEGINS TODAY.



GETTING READY / MISSION PREPARATION



1. Make sure the power switch
is OFF.

2. Insert the TERMINATOR 2
Game Pak as described in your
NINTENDO ENTERTAINMENT
SYSTEM® manual.

3. Turn the power switch ON.
You will first see the TERMINA-
TOR 2 : ADJUNCT DAY title
screen followed by the screen
background data. Once the
background data has begun, to
return to the title screen, press
the START BUTTON. To proceed
with your mission, press the
START BUTTON again.

You will then see the List of
Enemies. Press the START BUT-
TON once more.

THE CONTROLS



BASIC MOVES...NO PROBLEMO

TO MOVE LEFT or RIGHT - Press the appropriate RIGHT or LEFT CONTROL PAD ARROW

TO FIRE / PUNCH - Press the B BUTTON

TO JUMP - Press the A BUTTON

TO KNEEL - Press the DOWN CONTROL PAD ARROW

TO PAUSE - Press the START BUTTON

TO RESTART - Press the START BUTTON again

SCREEN DATA

Score

Energy

Lives



Energy and
Score Meter



LEVEL 1 / TRUCK STOP

You need a wagon, transportation, boots and clothes. Fortunately, your arrival point in the present is a truckstop that should satisfy all your needs. Unfortunately, the hospitality of the locals stops a little short of giving away their rides, their hardware, or the shorts off their backs. You have no alternative but to terminate anyone who gets in your way...especially if they're trying to use your head for a tin ball.



T-800 TARGET ACQUISITION PROGRAM: VISUAL DISPLAY APPROXIMATELY INDICATES LOCATION OF HUMANS.

Once you've cleared the parking lot, go into the truckstop. There'll be a few more folks looking for trouble, but it's the big guy you're looking for. He'll be less than enthusiastic about parting with his possessions or his dignity... convince him.



LEVEL 2 / DRAINAGE CANAL



To find the 18 year old John Connor, ride your Harley through the drainage canal. Avoid the obstacles and debris, or blow them away with the 18-gauge, but don't hang around. Right behind you is the T-1000 attempting to acquire its target with a 23,000lb. big-rig tow truck! If he gets too close for comfort, let fly with the lead, or you, John, and the future will be screwed.

Tip: Opening the gates is essential to your success, but it is not an easy task. It will take practice. Don't just stop when your first shot hits; see what additional things will do.

MOTORCYCLE HANDLING

TO STEER LEFT or RIGHT - Press the appropriate LEFT or RIGHT CONTROL PAD ARROW

TO FIRE FORWARD - Press the F BUTTON

TO FIRE BACKWARD - Press the B BUTTON plus the DOWN CONTROL PAD ARROW



LEVEL 3 / PISCADERO STATE HOSPITAL FOR THE CRIMINALLY INSANE

Sarah Connor is imprisoned in the hospital. The police caught her trying to blow up the Cyberdyne Systems building. When she told them that it was to stop machines from destroying the world, she was certified insane and locked up!



Now John demands you rescue her. You know the T-1000 will be waiting for you (you would), but the future leader is adamant. (Human?) Check every room until you find her.

John also orders you to stop killing people. However, the guards at the hospital will not



more believe your story than Sarah's. They will do whatever it takes to destroy you, but you must follow John's directive (MISSION PROGRAM 3 - ONLY JOHN CONNOR). Find a way to slow down your human opponents without terminating them.

T-800 SEARCH PROGRAM : HIGH PROBABILITY SOME ROOMS CONTAIN BOMBS / ENERGY / ADDITIONAL ARMAMENTS / ELEVATOR SECURITY CAPSULE.

TO COLLECT ANY ITEM - Touch it.

TO ENTER A ROOM OR ELEVATOR - Press the UP CONTROL PAD ARROW while standing directly in front of the appropriate doorway.

Note - The successful rescue of James Connor from the State Hospital not only makes you a hero locally, but also the more people you save, the better the weapons you will get to take with you to the Cyberdyne building.



LEVEL 4 / CYBERDYNE SYSTEMS BUILDING...EASY MONEY

The only way to stop the development of SKYNET is to destroy it before it was born. Shut down Cyberdyne Systems, permanently. 10 barrels of high-explosives have been placed throughout the building. Take them to the 10th floor, up to three at a time and deposit them in the holding tank.

As soon as you deposit the 10th barrel, your Visual Display will indicate that the explosives have been charged and the countdown will begin. Within 10 seconds, distribute the barrels 2 at a time along the 10th floor laboratory and then clear out, pronto!



T-800 EXPLOSIVES SEARCH PROGRAM: ONCE INSIDE ELEVATOR, VISUAL DISPLAY INDICATES:



TO COLLECT BARRELS - Touch them.

TO ENTER ELEVATOR OR THE COMPUTER LABORATORIES - Press the UP CONTROL PAD ARROW while standing directly in front of the appropriate doorway.

ELEVATOR CONTROLS

TO RISE UP - Press the UP CONTROL PAD ARROW.

TO RISE DOWN - Press the DOWN CONTROL PAD ARROW.

TO EXIT - Press the START BUTTON.

T-800 EXPLOSIVES DEPOSIT PROGRAM: VISUAL DISPLAY ARROWS INDICATE:

1) Location of loading tank.

2) Where to place charges once all 10 barrels have been deposited in loading tank.

TO DEPOSIT CHARGES - Press the DOWN CONTROL PAD ARROW.

T-800 EXPLOSIVES DISTRIBUTION PROGRAM: VISUAL DISPLAY INDICATES:



LEVEL 5 / STEEL MILL HASTA LA VISTA, BABY!

With Cyberdyne destroyed, only one enemy remains: the T-1000. Reach the top of the mill and destroy that liquid liquid any way you can, but beware! The T-1000's pursuit of its mission is relentless. It may disappear only to attack again. Put it out of action for good, or you and mankind are headed for history's scrapheap. You are the only hope. *Terminator: The Movie*.



CYBERDYNE SYSTEMS T-1000 TERMINATOR



The advanced prototype is made of polycrystalline (liquid metal). It can metamorphose into virtually anything. Hit it, and the liquid changes shape so fast that what was once a head is now a fist crushing the life out of you. Run from it, and it morphs into the ground only to come up right in front of you. Ever feel claustrophobic?

BATTERY LIFE

The T-800 is designed to run in an ideal world for 120 years, but being smacked with a good nut, crushed into a microscopic drainage canal, pumped full of lead, and pulverized by a T-1000 are less than ideal conditions. If your energy is depleted, your CPU (Central Processing Unit) will shut down in order to regenerate. I shut down. YOU ARE TERMINATED.



LIST OF ACHIEVEMENTS

At the conclusion of your mission, if you have proved yourself to be as efficient a protector as a terminator, you can add your name to the List of Excellence.

TO SCROLL FORWARD THROUGH THE ALPHABET - Press the RIGHT CONTROL PAD ARROW.

TO SCROLL BACKWARD - Press the LEFT CONTROL PAD ARROW.

TO MOVE THE CURSOR RIGHT - Press the A BUTTON.

TO ERASE THE LAST LETTER ENTERED - Press the B BUTTON.

YOU ARE THE FUTURE

SYNTE designed you to wipe human life off the face of the planet. Now, you, a machine, are the hope of humanity. Fail in your mission and the clock on mankind stops August 29, 1997.

Find John and Sarah Connor. Outdate Cyberdyne's reckless technology. The T-800 is man's evil sent back to haunt him. Stop the nightmare.

There is no time to waste. You are making up history as you go. The future is not set. It is now.



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These results do not imply that there is a linear relationship between the number of children and the number of children who are in the labor force. The number of children who are in the labor force is determined by the number of children who are in the labor force, the number of children who are in the labor force, and the number of children who are in the labor force. The number of children who are in the labor force is determined by the number of children who are in the labor force, the number of children who are in the labor force, and the number of children who are in the labor force.

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The respondents generally did not offer negative things and they seemed to understand that it is not convenient with the respondents themselves that their involvement is not an obligation. However, I did also get some comments in which they felt that it was a waste of resources, even in comparison with the participation in Sweden. In fact, it has been about the degree of personal change, even though they are not involved in a national institution. However, there is the possibility that respondents did not want to participate, although it has happened that some respondents have not followed up on what has been discussed in writing for a period of 10 and 15. This can be explained in two ways: the respondents do not or have not the necessary resources.

1. **Identify the company's mission.**
 2. **Identify the company's vision.**
 3. **Identify the company's values.**
 4. **Identify the company's strategy.**

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Country	Year	Value
China	2000	1.00
China	2001	1.00
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